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Dip



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Dips, also known as vampire dogs, are a type of monster that appeared in the world after the [First Conjunction of the Spheres](#) and the coming of the vampires to the [world](#). Despite sharing similarities with different types of Lower Vampires, like [plumards](#) for example, do not fall into this category, and their similarities seem to be more a product of convergent evolution than a distant relation.

As one might guess, dips possess a similar relationship to that of dogs and humans but with Higher Vampires, being pets and occasionally guardians of the Higher Vampires' possessions. However, after their arrival on the Continent, many of them were lost and eventually became feral. Attacking farms and feeding on the blood of cows, sheep and other

Dip



Art by CaymArtworks

Taxonomy

Classification Unknown, some scholars put them as Relics, others as Lower Vampires and others as a new category called Vampire Animals

similar animals. They are common from the North to the Far South, with rapid adaptations depending on the area. In fact, the word Dip is a word borrowed from ofieri, meaning wolf.

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Physical characteristics

Dips are unique in their appearance, possessing a canine-like body with a long, pointed snout and sharp, pointed ears. They also have two large fangs protruding from their upper jaw, which they use to puncture the skin of their prey and suck their blood. The rest of their teeth are sharp and pointed, used for tearing through flesh and bone.

Behavior

Due to their origins as pets and guardians, dips are intelligent and possess a fierce loyalty to their masters. They have been known to work in packs and will often defend their territory from intruders, making them a dangerous adversary for any unsuspecting travelers who venture too close to their den.

Dips are known for their intelligence and cunning, as well as their fierce loyalty to their masters. As mentioned, they were originally bred by Higher Vampires to serve as pets and protectors, and as such, they possess a strong sense of duty to their masters. While they are capable of living in the wild, many dips will remain near their master's dwelling or lair, patrolling the area and attacking any intruders. This means that when one encounters only one of them, it is very likely to mean that a Higher Vampire is nearby.

In addition to their protective instincts, dips are also highly territorial. They will mark their territory with their scent, warning off any potential threats. If their territory is encroached upon, they will attack without hesitation, using their sharp fangs and teeth to defend their land.

When dips become feral and lose their loyalty to their masters, they will often roam the countryside in search of prey. They are especially attracted to livestock, which they can easily overpower and feed on. Dips are skilled hunters and will use their speed and agility to take down their prey, often attacking in packs for maximum effectiveness. Their bloodthirsty nature makes them a danger to humans as well, and there have been reports of dips attacking travelers who unwittingly wander into their territory.

In some cases, dips have even been known to attack villages and towns, causing widespread panic and destruction. This has led to calls for their eradication, although others argue that they should be left alone and allowed to live in the wild as a natural part of the ecosystem. Especially, by those more fanatical druids who do not believe that dips are a monster, but rather a misunderstood type of wolf.

Species	Dips (?)
Subspecies	Desert Dip
Physiology	
Height	Dog like
Length	Dog like
Eyes	Black
Ecology	
Lifespan	Dog like
Intelligence	Dog like
Nature	Highly territorial and aggressive
Range	The Continent
Habitat	Wild areas or or Higher Vampire lairs
Diet	Hematophagous and and occasionally carnivorous
Prey	Animals, occasionally humans
Predators	Witchers

Weaknesses

One notable trait of dips is their sensitivity to sunlight. They are nocturnal creatures, and exposure to direct sunlight can cause severe burns and even death. This makes them particularly vulnerable during the day, and many dips will retreat to their dens to avoid the sun's rays.

In addition to their sensitivity to sunlight, dips also have other weaknesses that can be exploited by witchers. Dips are vulnerable to silver, and weapons made of silver can cause significant damage to them. Fire is also an effective weapon against dips, as they are not immune to it and can be burned just like many monsters. This makes the [Igni Sign](#) useful for driving them away or killing them, especially if they are attacking in packs.

Strengths

One of the strengths of dips is their ability to reproduce quickly and efficiently. They are prolific breeders, and a single female dip can give birth to several litters of pups each year. This allows their populations to grow rapidly, especially in areas where there are no predators.

Another strength of dips is their speed and agility. They are fast runners and excellent jumpers, allowing them to move quickly through their environment and catch their prey with ease. Their sharp claws and teeth also make them formidable opponents in combat, and they are capable of inflicting serious damage on their enemies.

Dips also have excellent senses, particularly their sense of smell. They use this sense to track their prey and mark their territory, and it is also one of their primary means of communication with other dips. Their hearing and vision are also acute, allowing them to detect potential threats from a distance and respond accordingly.

Finally, dips are extremely adaptable creatures, able to thrive in a wide range of environments and climates. They have been observed in everything from dense forests to open plains, and their ability to adapt quickly to changes in their surroundings makes them a resilient and persistent species of monsters.

Subspecies of Dips

- Desert Dip : Also known as Ofieri Dip, is one of the many Nordling variants of monsters found in this territory of the [Far South](#), like the Desert Banshees for example. These dips have adapted to the hot, arid environment. They have a lighter coat to reflect the sun's rays and to blend in with the desert sand, making them difficult to spot from a distance. Specimens have been reported in the Korath Desert near the borders with southern Zerrikania.

Notes

- Like many of my other articles, the Dips are for common use, so you are welcome to use this lore for your characters' encounters with these monsters.

Trivia

- Based on the [Dip](#) from Spanish folklore.

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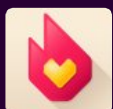
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